

Wherefore, having described the present invention, what is claimed is:

1. A communication terminal device for receiving game data sent out from a host facility to allow playing a game, said communication terminal device comprising:

receiving means for receiving the game data as sent out from said host facility,

game operation means for allowing a player to play game,

game effecting means for effecting game by using the game data received by said receiving means, in accordance with operation on said game operation means,

clock means for keeping a predetermined time period after said receiving means received the game data,

interference means for interfering with the effecting of said game effecting means when said clock means counts said predetermined time period.

2. The communication terminal device according to Claim 1, further comprising display means having a screen on which game progress is displayed, wherein said interference means comprises means for displaying an interference mark on the screen of said display means such that the view showing the game progress is blocked.

3. The communication terminal device according to Claim 1, further comprising display means having a screen on which

29

game progress is displayed, wherein said interference means comprises means for deleting a part of display on the screen of said display means.

4. The communication terminal device according to Claim 1, further comprising sound generating means for generating a sound in accordance with progress of game, wherein said interference means comprises means for preventing said sound generating means from generating the sound.

5. The communication terminal device according to Claim 1, wherein said interference means comprises means for rejecting operation on said game operation means.

6. The communication terminal device according to Claim 1, further comprising:

second clock means for keeping a predetermined second time period after said receiving means received the game data, said predetermined second time period being shorter than said predetermined time period counted by said clock means, and

alarm means for issuing an alarm when said second clock means counts said predetermined second time period, and thereby informing that the time of interference by said interference means with the effecting of said game effecting means will soon be performed.

7. The communication terminal device according to Claim 6, further comprising:

third clock means for keeping a predetermined third time period after said interference means interfered with the effecting of said game effecting means,

interference stop instruction means for instructing to stop the interference performed by said interference means, and

means for stopping the interference performed by said interference means and thereby allowing resumption of effecting of game performed by said game effecting means when the interference stop instruction means received the instruction before said third clock means counts said third time period.

8. The communication terminal device according to Claim 1, further comprising means for performing wireless transmission between said communication terminal device and said host facility.

9. A communication terminal device capable of receiving broadcast signal from a broadcasting station broadcasting game data, said communication terminal device comprising:

receiving means for receiving the game data as sent out from said broadcasting station,

game operation means for allowing a player to play game,

game effecting means for effecting game by using the game data received by said receiving means, in accordance with operation on said game operation means,

clock means for keeping a predetermined time period after said receiving means received the game data,

interference means for interfering with the effecting of said game effecting means when said clock means counts said predetermined time period.

10. The communication terminal device according to Claim 9, further comprising display means having a screen on which game progress is displayed, wherein said interference means comprises means for displaying an interference mark on the screen of said display means such that the view showing the game progress is blocked.

11. The communication terminal device according to Claim 9, further comprising display means having a screen on which game progress is displayed, wherein said interference means comprises means for deleting a part of display on the screen of said display means.

12. The communication terminal device according to Claim 9, further comprising sound generating means for generating a sound in accordance with progress of game, wherein said interference means comprises means for preventing said sound generating means from generating the sound.

13. The communication terminal device according to Claim 9, wherein said interference means comprises means for rejecting operation on said game operation means.

14. The communication terminal device according to Claim 9, further comprising:

second clock means for keeping a predetermined second time period after said receiving means received the game data, said predetermined second time period being shorter than said predetermined time period counted by said clock means, and

alarm means for issuing an alarm when said second clock means counts said predetermined second time period, and thereby informing that the time of interference by said interference means with the effecting of said game effecting means will soon be performed.

15. The communication terminal device according to Claim 14, further comprising:

third clock means for keeping a predetermined third time period after said interference means interfered with the effecting of said game effecting means,

interference stop instruction means for instructing to stop the interference performed by said interference means, and

means for stopping the interference performed by said

interference means and thereby allowing resumption of effecting of game performed by said game effecting means when the interference stop instruction means received the instruction before said third clock means counts said third time period.

Suba 17 16. A communication system having a host facility and communication terminal device capable of communicating with said host facility, said communication terminal device comprising:

game operation means for allowing a player to play game, receiving means for receiving game data as sent out from said host facility,

game data storage means for storing the game data received by said receiving means,

game effecting means for effecting game by using the game data stored in said game data storage means, in accordance with operation on said game operation means,

clock means for keeping a predetermined time period after said receiving means received the game data, and

interference means for interfering with the effecting of said game effecting means when said clock means counts said predetermined time period,

said host facility comprising:

data file storage for storing game data as well as duration data indicative of the predetermined time period to be counted by said clock means, and

sending out means for sending out the game data and the duration data stored in said data file storage to said communication terminal device.

2
11. The communication system according to Claim 16, said communication terminal device further comprising:

second clock means for keeping a predetermined second time period after said receiving means of said communication terminal device received game data, said predetermined second time period being shorter than said predetermined time period counted by said clock means, and

alarm means for issuing an alarm when said second clock means counts said predetermined second time period, and thereby informing that the time of interference by said interference means with the effecting of said game effecting means will soon be performed.

3
12. The communication system according to Claim 11, further comprising:

third clock means for keeping a predetermined third time period after said interference means interfered with the effecting of said game effecting means,

interference stop instruction means for instructing to stop the interference performed by said interference means, and

means for stopping the interference performed by said interference means and thereby allowing resumption of

effecting of game performed by said game effecting means when the interference stop instruction means received the instruction before said third clock means counts said third time period.

19. The communication system according to Claim 16, further comprising display means having a screen on which game progress is displayed, wherein said interference means comprises means for blocking view of game progress displayed on the screen of said display means.

20. The communication system according to Claim 16, wherein said interference means comprises means for making the operation on said game operation means unable.

Add a27